

Application/Control Number: 09/730,165
Art Unit: 3713
Applicant: Matthew C. Harmon

AMENDMENT

October 17, 2003

BACKGROUND - DESCRIPTION OF RELATED ART:

This invention finds its roots in decades old fantasy type, multi-user game forums. Originally role-playing games provided interactive and multi-user game play via the Internet by paying a fee to play.

These on-line role playing games lacked the excitement, challenge and the ability for not only, continued play, but for the participants to have access to previous game events, game tactics, history, and to share in the monetary rewards.

While imagination, intelligence and skill from the user and his /her opponent promotes aggressive and competitiveness in all game play. The PLATFORM takes the possibilities of game play to a new level.

Offering the user control over, but not limited only to, they're character, also tangible achievements for each player, not just for the game company only.

The PLATFORM is deigned, specifically, to provide the user with ability to set-up a "game account" which will accept deposits, enable a user to make purchases, manage their account, have a history of events they can review and study.

To empower the user with control of their game account via the PLATFORM. The PLATFORM is a "virtual "storage" and/or "virtual safe deposit box", it provides easy access, the ability for the user to store and retrieve a history of events, game statistics, tracking of game events, and account transactions, by going to their established account. This type of "play" has not yet been broached by the video game or Internet industries.

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SUMMARY:

The PLATFORM a computer program that assist the on- line game player, will provide a forum that enhances the Internet game play and add the ability to gain revenue from this genre of game play. The user logs-in to the PLATFORM, establishes his/her account, enter a game, make transactions, manage their account, store game tactics, keep track of opponents, history of game events, review games for learning and skill enhancements.

OBJECTS AND ADVANTAGES

What this invention accomplishes. Several objects and advantages of my invention are; users can enter/ re-enter a game, can set -up an account, "game account", with a deposit of funds, or can enter in beginner mode (for a timed period with no initial deposit), but gain funds from his/her opponents to build his/her "game account".

Additional objects and advantages are; the PLATFORM can be used to manage users account, and the PLATFORM is designed to store the users game play tactics, a history of events, such as opponents, defeats, review game play for learning and enhancing skills.

This capability will generate repeat users for continued play. The PLATFORM offers the user the opportunity to re-enter a game by logging-in to his existing account and resume play or joining/entering in a new game. The PLATFORM provides memory and storage, which allows the user to recall information.

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DESCRIPTION OF INVENTION:

The Platform is a computer program created, and designed to enhance on-line game play via the Internet.

A program that involves highly novel algorithms.

Using any computer a to access the PLATFORM program, a user logs-in, establishes a password, set-up an account, navigate through a menu of options. This is a user friendly computer program that will allow the user to select functions and/or task for game play.